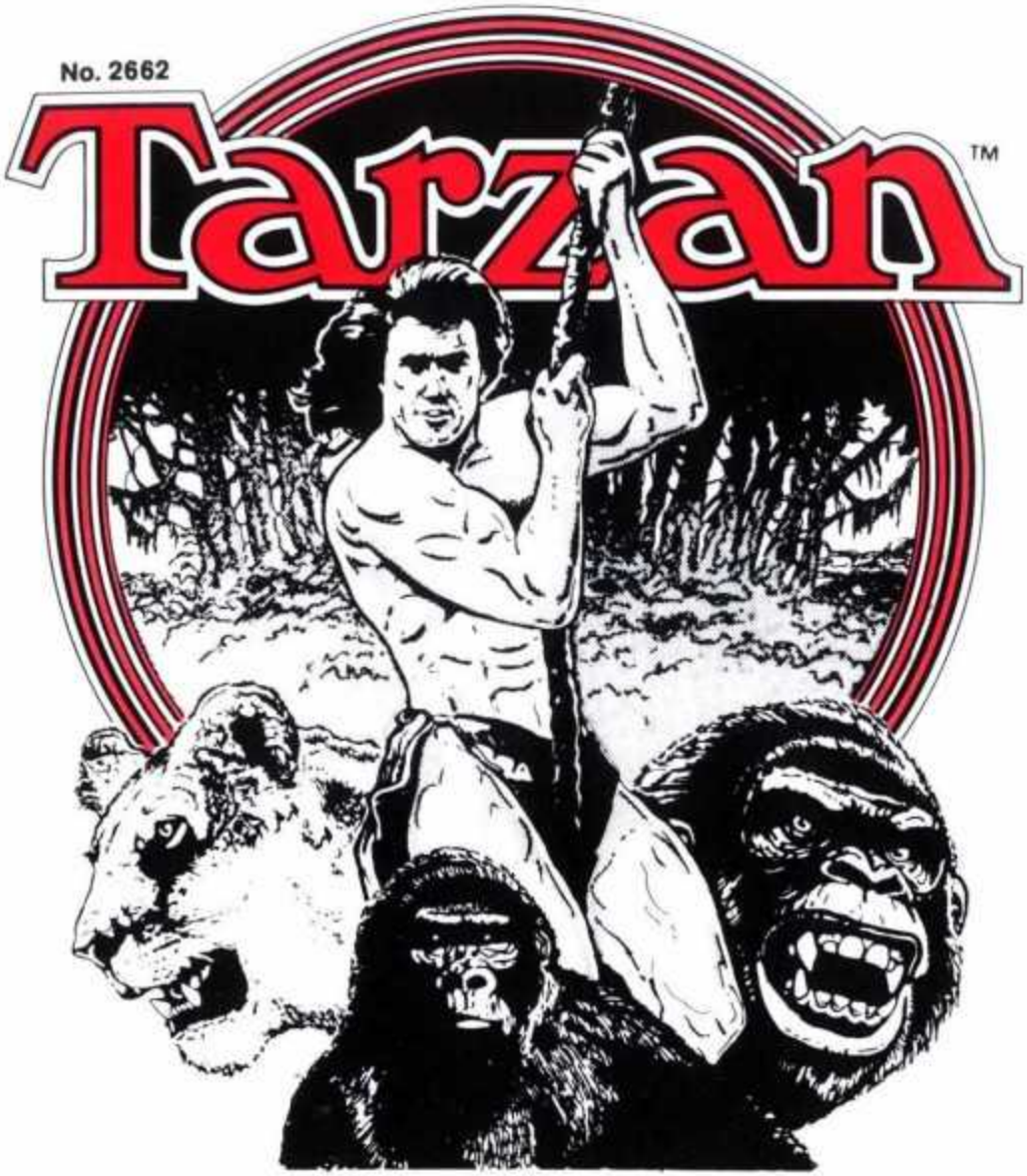
Guide No. 11164

CARTRIDGE INSTRUCTIONS

No. 2662



For use with the GEMINI™, Atari® 2600™ VCS or other compatible game systems.

Thrill to epic jungle adventure as you help Tarzan™ rescue his Great Apes from evil hunters and their savage allies, the Beastmen of Opar. Swing through lofty treetops or swim through crocodile-infested waters to rescue Tarzan's™ tribe of Great Apes.

COLECO

YOUR ADVENTURE BEGINS. . . .

Journey to the heart of darkest Africa on an exciting adventure with Tarzan™. Cruel hunters and the Beastmen of Opar have abducted Tarzan's™ tribe of Great Apes and imprisoned them in cages throughout the jungle. Race against time as you try to save the apes from captivity in zoos.

Take heed, Tarzan™ of the Apes, you have sworn enemies lurking in the vine-festooned jungle. Bolgani, the gigantic gorilla, Histah, the sinuous serpent and Gimla, the cunning crocodile will try to stop you!

Scale the escarpment to reach the forgotten city of Opar. Then—if you dare—enter the mysterious temple of Opar and battle the Beastmen to free the apes.

The final challenge awaits you on the Cliffs of Opar. Defeat the Beastmen and release the apes from the cages. If the Beastmen get the apes to the hunters' camp, all is lost!

GETTING READY TO PLAY

ALWAYS MAKE SURE THE GAME SYSTEM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Be sure the B-W/Color switch is set to the "Color" position on your game system.

One-Player Game

Use the **left** controller.

Choose Your Challenge

Insert the cartridge; then turn your game system on. The Start screen appears on your TV. A number shows inside the green band of the Start screen. This number is the Skill Option. Press the Control Stick in any direction until the Skill Option you want appears.

Skill 1 offers jungle excitement for beginning adventurers and younger players.

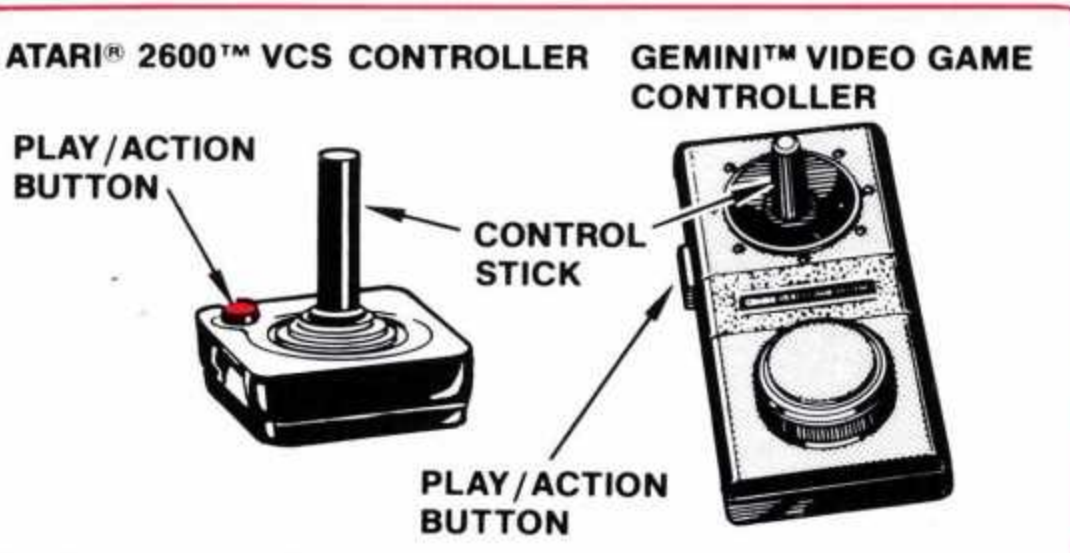
Skill 2 gives you a longer road to travel to reach the imprisoned apes. Faster and more dangerous enemies lurk in the peaceful beauty of the jungle.

Skill 3 is a perilous adventure that offers arcade-level challenges.

Skill 4 gives you the longest road to reach the captured apes and your enemies pursue you with the ruthlessness of a man-eating leopard!

Press the **Play/Action Button** to start your epic jungle adventure!

USING YOUR CONTROLS



1. Control Stick

Tarzan™ Running and Swimming: Move the Control Stick left or right to make Tarzan™ run in the selected direction when he is on cage tops or temple platforms.

When Tarzan™ is running on the jungle floor or swimming, he can move left or right, forward or backward or in a combination of these directions depending on which direction the Control Stick is moved.

Tarzan™ Climbing: Move the Control Stick up (away from you), down (toward you), left, right, left-up, left-down, right-up or right-down to make Tarzan™ climb in the selected direction. Tarzan™ can climb on trees and cliffs. He must always be directly in front of any object he wants to climb.

2. Play/Action Button

Leaping: When Tarzan™ is climbing, press the Play/Action Button and move the Control Stick left or right **at the same time** to make him leap in the selected direction. When Tarzan™ is running or swimming, press the Play/Action Button to make him leap in the direction he is facing. Tarzan™ can leap from the jungle floor, the water or a climbing surface onto a climbing surface.

Punching: Press the Play/Action Button without moving the Control Stick to make Tarzan™ punch in the direction he is facing. If Tarzan™ is climbing, he punches upward.

NOTE: During play, press Game Select for a pause. The screen will break up into bright, horizontal color bars. Move the Control Stick in any direction to resume play. If the game is left unattended with no control input for two minutes, play stops and pause occurs automatically. Press the Control Stick in any direction to resume play.

The left and right difficulty switches are not used in Tarzan™.

HERE'S HOW TO PLAY

Tarzan™, the invincible

Of course, there is one and only one Tarzan™. Tarzan™ is never eliminated from the adventure. He may be stunned when attacked by an enemy or by falling onto the jungle floor or into the water. When Tarzan™ is stunned, he is unable to move or attack for a short time. Time moves at triple speed when Tarzan™ is stunned.

Enter, stage left

In all scenes in this adventure, Tarzan™ enters from the left side and exits at the right side. In scenes in which Tarzan™ must free captured apes, he cannot leave the scene and go on to another until all the captured apes in the scene are freed.

Tarzan's™ adversaries

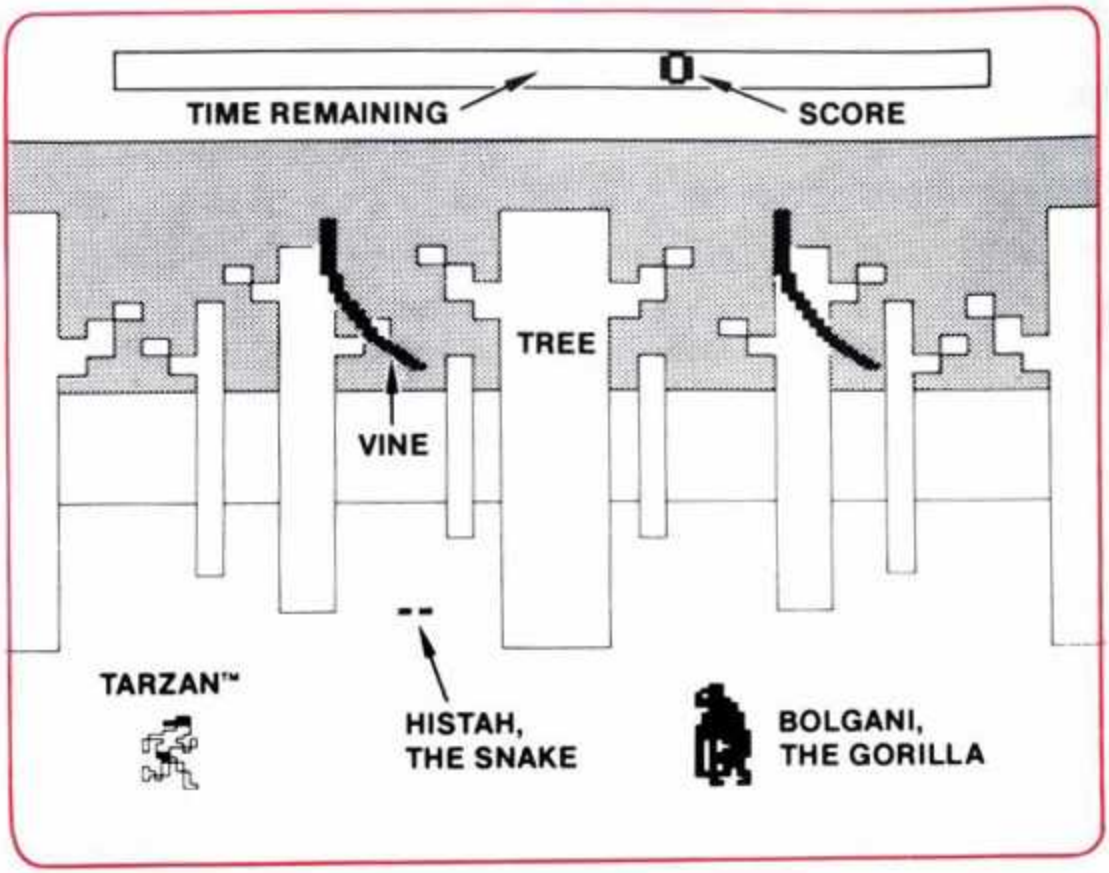
Tarzan's™ greatest adversary is time. A **green** band appears in the center-top of the scene. This band measures the amount of time Tarzan™ has to rescue the apes. Tarzan™ must free all the apes before time runs out. Earn 500 points for each ape Tarzan™ frees. The score appears inside the time band.

As time passes, the green band shrinks. When the green band disappears, a **yellow** band appears, showing that one-third of play time has passed. When the yellow band disappears, a **red** band shows. This means that Tarzan™ is in the final stretch of his rescue mission. When the **red** band disappears, the game is over.

As Tarzan™ races to save the apes, he encounters some fierce adversaries. Tarzan™ stuns the hunters and Bolgani by punching them. He stuns Histah by leaping or falling onto the snake. A stunned foe cannot move or attack for a short time. Earn 250 points each time Tarzan™ stuns an enemy.

Great white hunter

One of the hunters has tracked Tarzan™ through the jungle and tries to ambush him. If Tarzan™ is hit by a bullet, he drops to his knees, stunned. Press the Play/Action Button to punch the hunter.



Bolgani, the gorilla-king

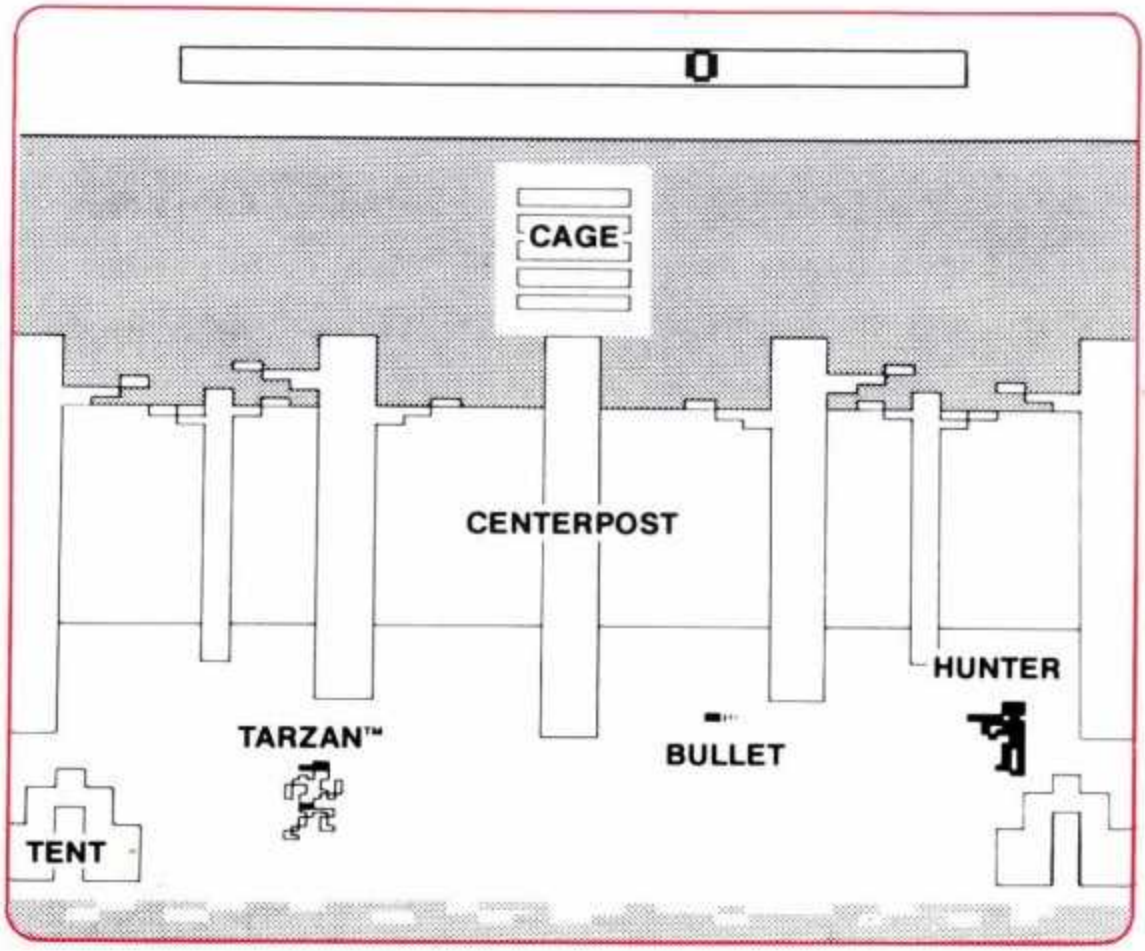
Bolgani swaggers into the scene from the right side and bellows a frightful roar! He attacks immediately and punches at Tarzan™. Bolgani can attack only on the jungle floor.

Histah, the snake

Histah, the villainous viper, is concealed in the dense undergrowth. All that can be seen are his evil eyes. Histah slithers to attack Tarzan™. When Tarzan™ gets close, Histah darts out and strikes at him with bared fangs! Tarzan™ can stun Histah only by leaping or falling on the viper.

Gimla, the killer crocodile

Gimla cruises the jungle waters—ever-hungry. When Tarzan™ is swimming, Gimla always heads directly for him. Gimla opens his jaws when he is ready to attack. Gimla can **never** be stunned so Tarzan™ should do his best to avoid the ravenous reptile.

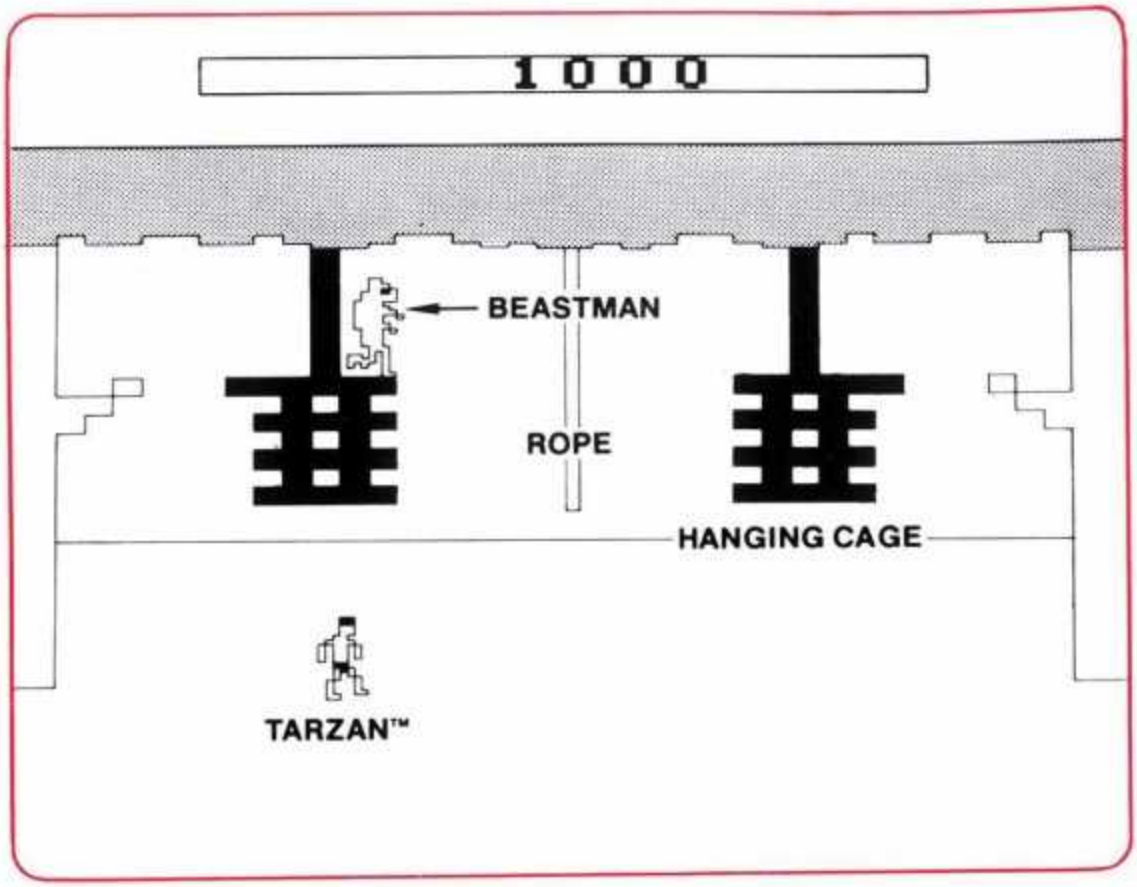


In the enemy camp

An ape is imprisoned in the hunters' base camp—in a cage atop a post. Press the Control Stick up to climb the post. Climb up the post to the bottom of the cage. Press the Play/Action Button and keep the Control Stick vertical to punch open the cage bars and free the ape. The freed ape scampers into the jungle. Time the climb up and down the post carefully—the hunter is still shooting!

Hanging in mid-air

The apes are held in cages that hang over the jungle floor; each cage is guarded by a Beastman. Climb either tree in the scene, then leap onto a cage. Tarzan™ must punch the Beastman to free the ape. The freed ape climbs up the cage and disappears into the treetops.

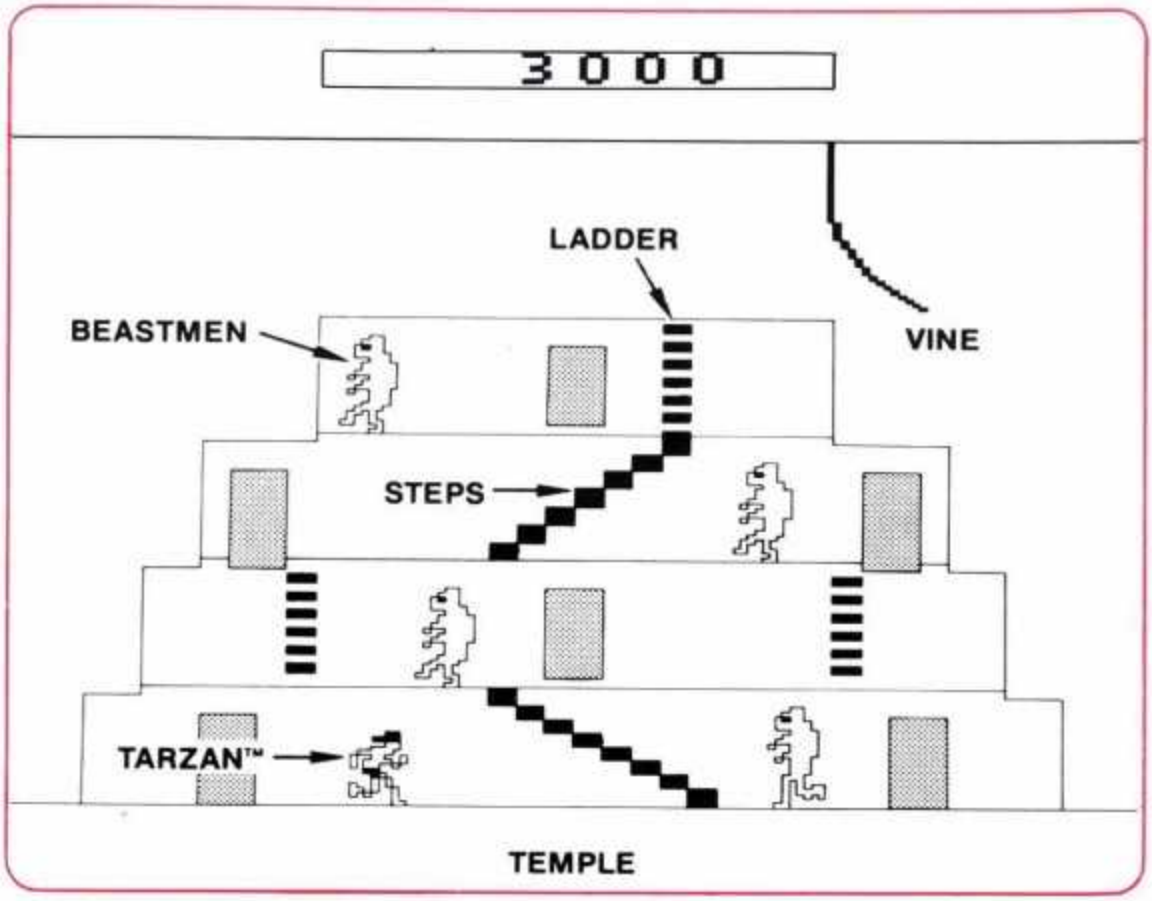


Climbing the escarpment

To reach the lost city of Opar where more apes are held, Tarzan™ must scale the dangerous Cliffs of Opar. Use the ledges as protection against the boulders that come crashing down the cliffside.

Mysterious jungle temple

The Beastmen have imprisoned some apes in the Temple of Opar. Climb the temple, using the steps or the ladders. Punch the cages to free the apes. The Beastmen fight to protect their unholy temple and the captured apes—so be on guard!



Down the precipice!

In a desperate attempt to get the last apes to the hunters' camp, the Beastmen are lowering the caged apes by chains down the Cliffs of Opar. Climb down the cliff and leap onto a cage. Punch the cage to release the ape. The Beastman will do his best to shake Tarzan™ off the dangling ape-cage. When the last apes are freed, the game is over. A new round of exciting jungle adventure begins at the next higher skill level.

Time runs out.

It was a valiant effort, but time ran out and the game needed before all the apes could be freed. When time runs out, game action stops and music plays. Now try again to save the Great Apes. Press the Play/Action Button to return to the Start screen to begin another exciting jungle adventure!

Special pause feature

Even Tarzan™, Lord of the Jungle, gets tired once in a while. If you want to try a break from the adventure, press the **Game Select switch** for a pause. During pause, the screen shows variegated color bars. To resume play, press the Control Stick in any direction.

Starting over

Press the Play/Action Button to replay the same skill level. Press the Game Select switch to return to the Start screen.

Reset

Press the Reset Button at any time, except during pause, to start a new game. The Reset Button can also be used in case of game malfunction.

SCORING

You earn 250 points for each enemy Tarzan™ stuns. You earn 500 points for each ape Tarzan™ frees from the hunters. You get a bonus of 10 points for every 20 seconds left in the Time band at the end of the round.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you need to get started playing TARZAN™, but it is only the beginning. You will find that this cartridge is full of special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!

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